

**AMENDMENTS TO THE CLAIMS:**

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

**Listing of Claims:**

No further amendment to the claims is made below, and the following listing is provided for the convenience of the Examiner.

1. (Previously Presented) A system for commanding an entity, comprising:

an entity player for invoking an entity, wherein the entity comprises a plurality of methods and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user;

an entity editor coupled to the entity player; and

at least one control device coupled to the entity player, wherein the entity player invokes the entity methods in accordance with the control device,

said entity further comprising a bookmark component that comprises at least one address corresponding to a resource that is reachable by a user of the entity through a data communications network.

2. (Previously Presented) A method for commanding an entity, comprising:

selecting an entity wherein the entity comprises a plurality of commands that are associated with the entity and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user; and

selecting at least one entity command,

where the entity further comprises a bookmark component that comprises at least one address corresponding to a resource, the method further comprising accessing the resource through a data communications network using the address.

3. (Previously Presented) The method of claim 2, where selecting the entity commands is performed through the use of an entity editor.

4. (Previously Presented) A method for commanding an entity, comprising:

downloading an entity, wherein the entity is associated with a plurality of commands and comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user;

opening the entity in an entity editor to determine the plurality of commands associated with the entity;

selecting at least one command; and

constructing a message from the selected command,

where the entity further comprises a bookmark component that comprises at least one address corresponding to a resource, the method further comprising accessing the resource through a data communications network using the address.

5. (Previously Presented) A method for interpreting an entity, comprising:

retrieving, by an entity-enabled device, an entity that comprises a plurality of commands and further comprises at least a body and a brain for specifying at least an appearance and a behavior, respectively, of the entity when the entity is displayed to a user, wherein the entity-enabled device includes an entity player for interpreting commands;

determining, by the entity player, whether the commands are compatible with the entity-enabled device; and

interpreting, by the entity player, commands determined to be compatible with the entity-enabled device,

where the entity further comprises a bookmark component that comprises at least one address corresponding to a resource, the method further comprising accessing the resource through a data communications network using the address.

6. (Previously Presented) A multi-component logical entity storable in a memory medium

comprising:

a media pool component;

a body component;

a brain component;

an entity methods component that comprises at least one entity method; and

a bookmark component comprising at least one Universal Resource Identifier (URI) corresponding to a resource that is reachable by a user of the multi-component logical entity through a data communications network, where

said entity is responsive to a player to be invoked by the player, where said player is coupled to an entity editor and to at least one control device and executes the at least one entity method in cooperation with the at least one control device.

7. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said player comprises an entity language interpreter that is responsive to a received entity method comprising a command sequence to parse and interpret commands of the command sequence.

8. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 7, where said player, when interpreting a command, refers to entity instincts to determine what actions are required to execute the command, and makes calls to resources in order to run the required actions.

9. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said player is embodied within a wireless communications terminal.

10. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said player is embodied within a component of a wireless network and invokes the entity and executes the at least one entity method on behalf of a wireless communications terminal.

11. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity using an entity enabled device.

12. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 10, where a user of the wireless communications terminal views a result of the execution of the entity with a computer that is coupled to the player through at least one of a wireless and a wireline connection.

13. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is received over a wireless communications channel as part of a message.

14. (Previously Presented) A multi-component logical entity storable in a memory medium as in claim 6, where said entity is transmitted to a wireless communications channel as part of a message.